



U.S. Robotics V.Everything

Getting Started Guide

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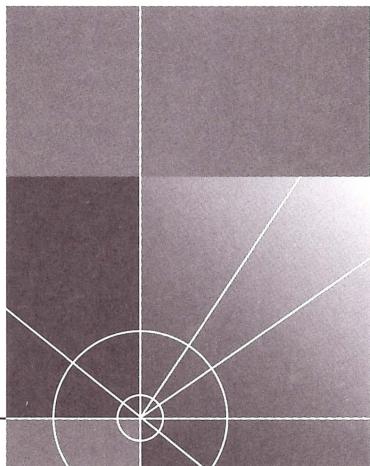




U.S. Robotics V.Everything Getting Started Guide

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1

INTRODUCTION

This chapter includes

- Using this guide
- Related Documentation
- Conventions
- Contacting 3Com



If the information in the release notes shipped with your product differs from the information in this guide, follow the instructions in the release notes.

Using this guide

Use this Getting Started Guide to obtain the information you need to get your U.S. Robotics V.Everything installed, configured, and running correctly.

In order to	Go to chapter
Install the external V.Everything	Chapter 2
Install the internal V.Everything	Chapter 3
Setting DIP switches	Chapter 4
Setting jumpers	Chapter 4
Make a connection to your Internet Service Provider (ISP)	See the <i>US Robotics V. Everything Command Reference</i> found on the CD-ROM.

Related Documentation

The *U.S. Robotics V.Everything Command Reference* found on the CD-ROM has detailed information about configuring your V.Everything modem.

Conventions

The table below lists the conventions used within this manual.

Icon	Notice Type	Description
	Information note	Important features or instructions
	Caution	Information to alert you to potential damage to a program, system, or device
	Warning	Information to alert you to potential personal injury



Contacting 3Com

Please contact 3Com if you have any questions.

To do this	Contact
Contact Technical Support	1.800.231.8770 7 a.m. to 8 p.m. CST Monday - Friday
Use the Fax-on-Demand service	1.800.762.6163
Download updated V.Everything code from the 3Com Bulletin Board System	847.262.6000
Download updated V.Everything code from the TOTALservice Online web site.	http://totalservice.usr.com
Visit the 3Com web site	http://www.3com.com

2

INSTALLING THE EXTERNAL V.EVERYTHING

Use this chapter to install the external V.Everything.

- What you need
- Package Contents
- Installing your external V.Everything
- Testing the installation

What you need

You need the following to install your V.Everything:

- Computer or terminal with a serial port (16650 UART recommended)
- Analog telephone line
- Communications software



WARNING: *The U.S. Robotics V.Everything requires a standard, analog telephone line. Do not connect your V.Everything to a digital telephone line. Digital lines are commonly used in office buildings and hotels. If you are unsure whether your line is analog or digital, ask your network administrator or your local telephone company.*

Package contents

Your U.S. Robotics V.Everything package contains the following items:

- The U.S. Robotics V.Everything modem
- Power adapter
- Telephone cable
- Quick Reference card
- Customer Support card
- This Getting Started manual
- The Connections CD-ROM, which contains:
 - The U.S. Robotics V.Everything Command Reference Guide
 - Special offers
 - Updated U.S. Robotics V.Everything INF file



You need a serial cable to connect your modem to your computer. Because there are a variety of connector types that different computers require, a serial cable is not provided with your modem. Many users may already have an existing modem and serial cable

Installing your external V.Everything

To install your external V.Everything, do the following:

Step One: Configure your U.S. Robotics V.Everything with DIP (dual in-line package) switches

Step Two: Choose a serial cable

Step Three: Connect the cables

Step One: You may need to change your DIP switch settings. See Chapter 4, *Configuring your Modem with DIP Switches and Jumpers* for more information.

Configuring with DIP Switches

Step Two: Choosing a Serial Cable

1

Look at the back of your computer for a port

If you have

Ports may be labeled this way:

An IBM compatible PC

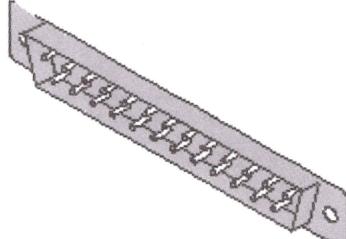
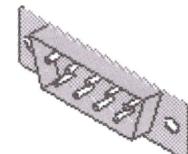


A Macintosh



Refer to your computer's documentation to determine where the serial port is.

2 Obtain a serial cable. Use the chart below to determine what type of cable to purchase:

If you have a serial connector in the back of your computer that looks like this	You need to purchase this type of shielded serial connector
	DB-25 female connector to DB-25 male connector
	DB-25 male connector to BB-9 female connector

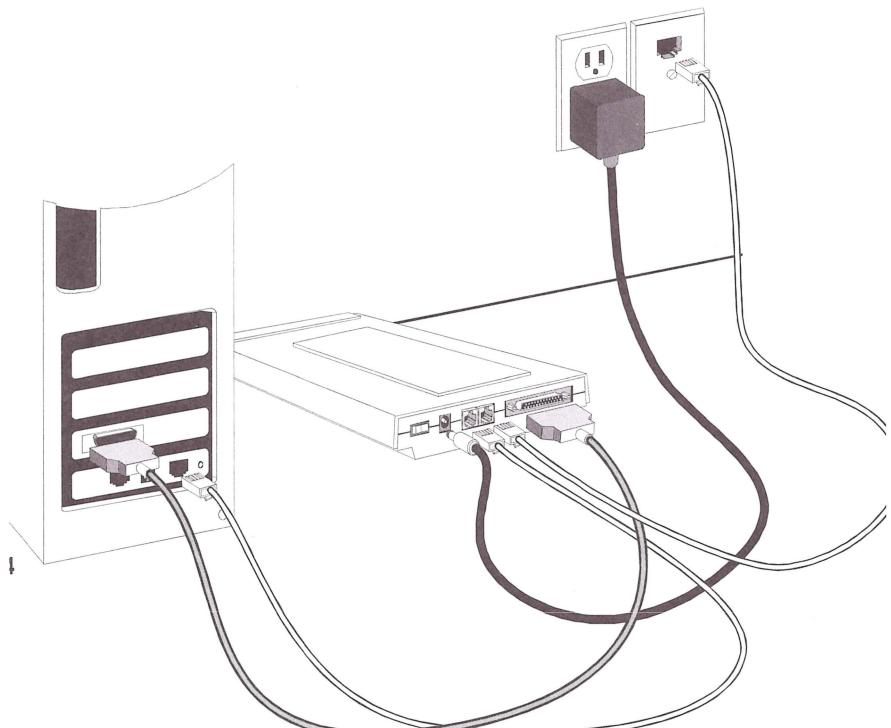


Macintosh Users: For top performance, your serial port should support speeds of 115.2 kbps. Most Macintosh serial ports support 57.6 kbps. To make your serial port operate faster, you may need to install a high-speed serial card designed for the Macintosh, such as a NuBus card.



Mainframe Users: If you plan to connect your V.Everything to a mainframe computer or use your modem to dial in to a mainframe computer, refer to Synchronous Applications in your U.S. Robotics V.Everything Command Reference manual found on the CD-Rom.

Step Three: Connecting the Cables



- 1 After you have selected the correct cable, connect the male DB-25 end of your serial cable to your V.Everything and the other end to a serial port on your computer.

If you have

Connect the male DB-25 to your modem and the other end to

An IBM-compatible PC COM, RS-232 or with symbols such as:

IOIOI ↗↖↖ ☎

A Macintosh

the Modem port ☎
or
the Printer port ☎



Write down the number of the serial port to which you connect your V.Everything. If your serial ports are lettered instead of numbered, A is COM1 and B is COM2. If you cannot find a serial port, consult the documentation that came with your computer.

- 2 Connect one end of the phone cable to the wall jack and the other end to your V.Everything port labeled JACK.
- 3 If you have a telephone that you'd like to connect to your modem, plug the phone cable into the your modem port labeled PHONE.
- 4 Plug one end of the power adapter to your V.Everything and the other end to a standard AC power outlet.
- 5 Turn on your computer.

Testing the Installation

To test the installation of your modem, use any communications software package, such as Windows Terminal, HyperTerminal, Procomm Plus, or RapidComm. HyperTerminal is used in this documentation as an example. Every communications program is different; consult the documentation that came with your communications program for more information.

- 1 Run HyperTerminal.
- 2 When the first window appears, enter the name of your connection in the **Name** field and click **OK**.
- 3 Enter the phone number you want to dial and click **OK**. If you only want to test your modem, you may enter any number.
- 4 See the table below.

In order to	Click this button
Dial a number	Dial
Test without dialing a number	Cancel

When the HyperTerminal terminal window appears, type **AT** and hit **<ENTER>**. If your modem is connected properly, "OK" will appear on the terminal screen.

You are now ready to configure your V.Everything. See Chapter 4, Configuring the V.Everything with DIP Switches and Jumpers.

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INSTALLING THE INTERNAL V.EVERYTHING

This chapter contains the following information:

- What you need
- Package Contents
- Important Note about Plug and Play
- Installing your internal V.Everything
- Testing your installation

What you need

You need the following to install your V.Everything:

- IBM-compatible computer with a free ISA interface card slot
- Analog telephone line
- Communications software



WARNING: *The U.S. Robotics V.Everything requires a standard, analog telephone line. Do not connect your V.Everything to a digital telephone line. Digital lines are commonly used in office buildings and hotels. If you are unsure whether your line is analog or digital, ask your network administrator or your local telephone company.*

Package Contents

Your V.Everything package contains the following items:

- The U.S. Robotics V.Everything modem
- Telephone cable
- Quick Reference card
- Customer Support card
- This Getting Started manual
- The Connections CD-ROM, which contains:
 - U.S. Robotics V.Everything Command Reference Guide
 - Special offers
 - Updated V.Everything INF file

**Important note
about Plug and Play**

The V.Everything must be assigned a unique communications (COM) port number and a unique interrupt request (IRQ) number.

**If your computer is
Plug and Play
compliant**

If you are using a computer with a Plug and Play compliant BIOS and operating system, set the V.Everything's jumpers to Plug and Play (the default). Your computer's operating system will take care of the COM and IRQ settings for you.

First, determine whether your computer has a Plug and Play ISA bus. Check your computer's documentation to be sure. Keep these points about Plug and Play in mind:

- Your computer's operating system must support Plug and Play (examples of those that do: OS/2 Warp, Windows 95/98), or your computer's manufacturer must supply you with Plug and Play software.
- Your computer's Basic Input/Output System (BIOS) must support Plug and Play.

If your computer does not support Plug and Play

Setting the COM port and IRQ yourself requires a detailed knowledge of the settings of the other adapter cards in your computer. If other adapter cards are set to use the same COM port or IRQ, conflicts may occur that could result in data loss or lockups.

See Chapter 4, *Configuring Your V.Everything with DIP Switches and Jumpers*. For more information about setting COM ports and IRQ.

Installing Your Internal V.Everything

To install your internal V.Everything, do the following:

Step One: Configure your V.Everything with jumpers (if necessary)

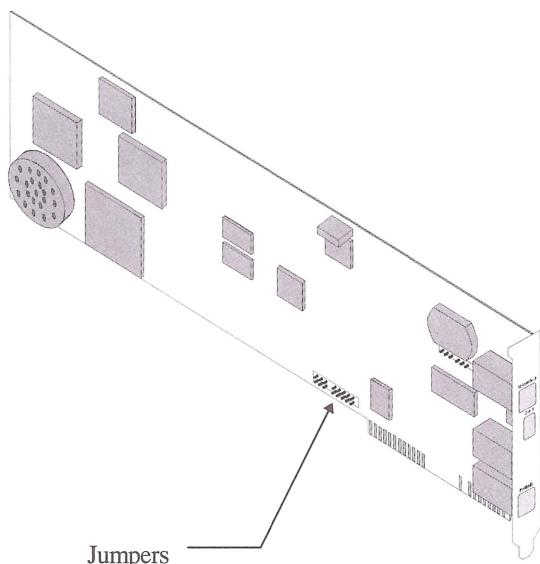
Step Two: Configure your V.Everything with DIPs (if necessary)

Step Three: Insert your internal V.Everything into an ISA slot

Step Four: Connect the cables

Step One: Configuring with jumpers

Your V.Everything comes configured for Plug and Play, which allows Windows 95/98 to automatically configure itself to work with the V.Everything.





Windows 95/98 Users: You should not need to change jumper settings, because Windows 95/98 automatically detects and configures your Courier.

If you install your V.Everything, start Windows 95/98, and Windows does not automatically detect your modem, you may need to change the jumper settings. For information about setting jumpers, see Chapter 4, Configuring Your V.Everything With DIP Switches and Jumpers.



Other IBM-PC Compatible Operating Systems users: If you are using an IBM-PC compatible operating system that does not support Plug and Play, you may need to change the jumper settings to a COM port and IRQ setting that is not in use by your system.

For information about setting jumpers for different COM ports and IRQ settings, see Chapter 4, Configuring Your V.Everything With DIP Switches and Jumpers.

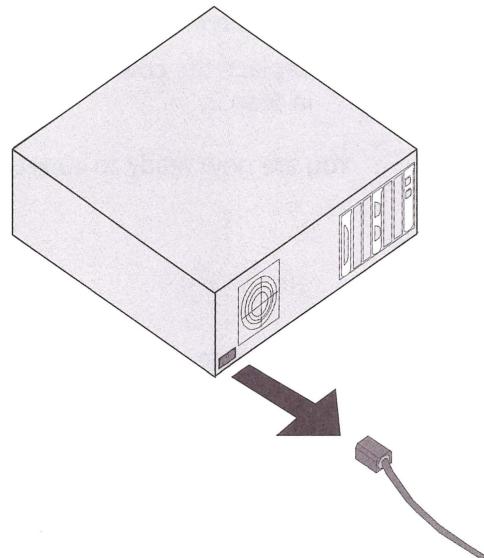
Step Two: Configuring with DIP Switches

You will probably not need to change the DIP switch settings, but review Chapter 4, Configuring the V.Everything with DIP Switches and Jumpers to make sure.

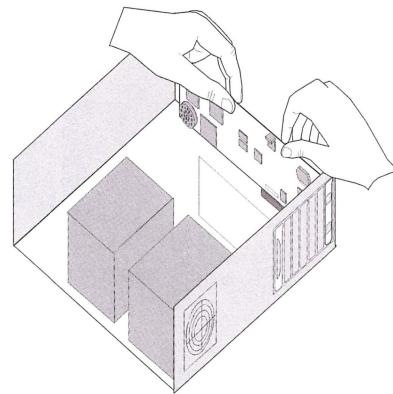
Step Three: Inserting the Modem into an ISA slot



The illustrations in this section may not match the appearance of your computer. For more detail, refer to your computer's user's manual.



- Turn off the computer and unplug the computer's power cord. Ground yourself.
- Remove the screws that hold on the computer's cover, save the screws, and slide the cover off.
- Find an empty ISA expansion slot that provides enough room to install your modem.
- Remove the screw that holds on the slot cover and remove the slot cover. Save the screw!



- Insert your V.Everything into the slot and press down on the top edge of your modem until it is seated firmly.

- Using the screw you saved in Step 4, secure your modem in your computer.
- Replace the cover of your computer and tighten the screws you saved in Step 2.

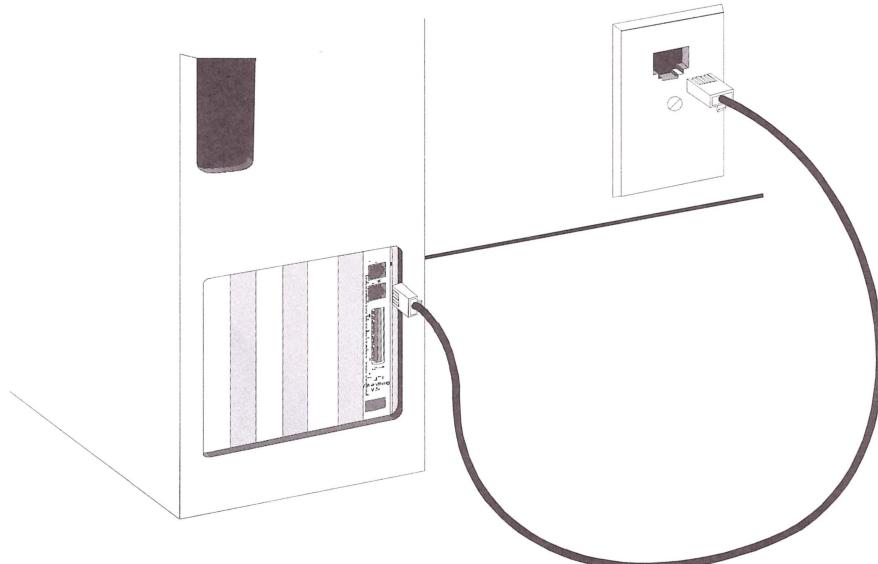
You are now ready to connect the cables!

Step Four: Connecting the Cables

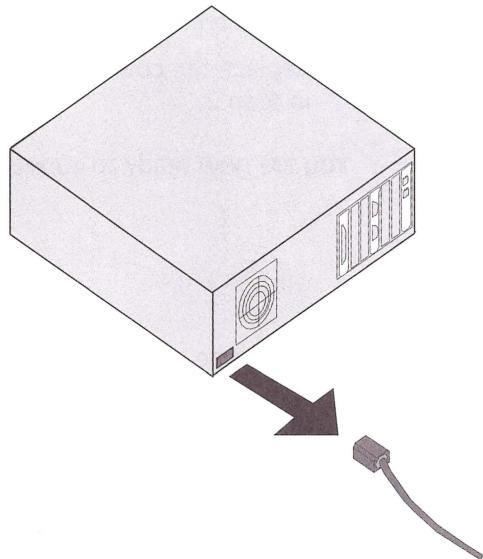
- 1 Connect one end of the phone cable to the telephone wall jack and the other end to the port on your V.Everything labeled JACK.



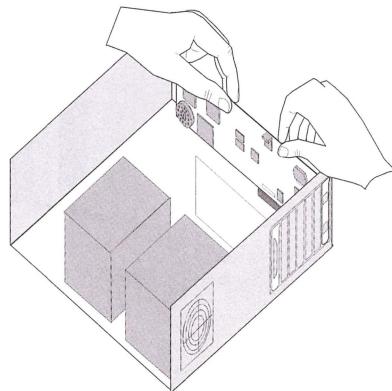
WARNING: The V.Everything requires a standard, analog telephone line. Do not connect your modem to a digital telephone line. Digital lines are commonly used in office buildings and hotels. If you are unsure whether your line is analog or digital, ask your network administrator or your local telephone company.



- 2 If you want to connect a telephone to the same line as your modem, plug your phone's cable into your modem port labeled PHONE.



- Turn off the computer and unplug the computer's power cord. Ground yourself.
- Remove the screws that hold on the computer's cover, save the screws, and slide the cover off.
- Find an empty ISA expansion slot that provides enough room to install your modem.
- Remove the screw that holds on the slot cover and remove the slot cover. Save the screw!



- Insert your V.Everything into the slot and press down on the top edge of your modem until it is seated firmly.

- Using the screw you saved in Step 4, secure your modem in your computer.
- Replace the cover of your computer and tighten the screws you saved in Step 2.

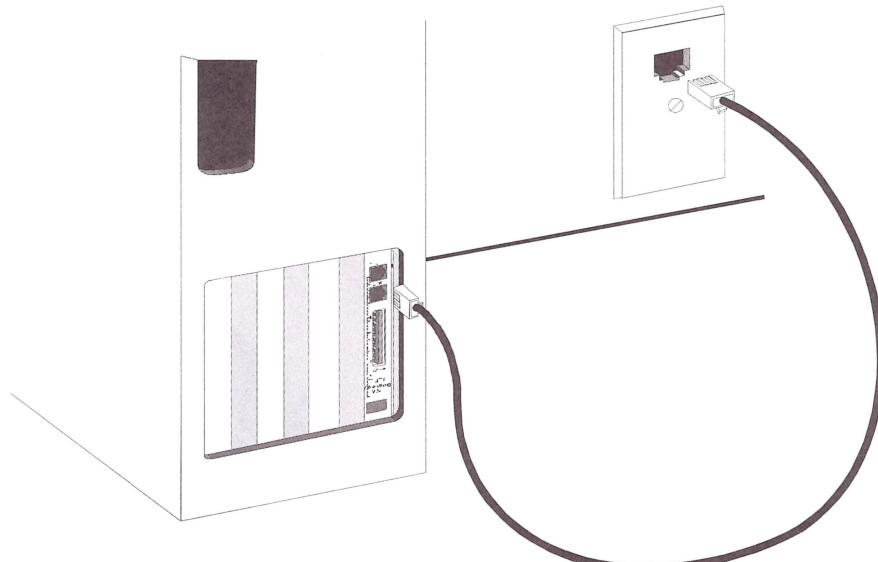
You are now ready to connect the cables!

Step Four: Connecting the Cables

- 1 Connect one end of the phone cable to the telephone wall jack and the other end to the port on your V.Everything labeled JACK.



WARNING: The V.Everything requires a standard, analog telephone line. Do not connect your modem to a digital telephone line. Digital lines are commonly used in office buildings and hotels. If you are unsure whether your line is analog or digital, ask your network administrator or your local telephone company.



- 2 If you want to connect a telephone to the same line as your modem, plug your phone's cable into your modem port labeled PHONE.

Testing the Installation

To test the installation of your modem, use any communications software package, such as Windows Terminal, HyperTerminal, Procomm Plus, or RapidComm. HyperTerminal is used in this documentation as an example. Every communications program is different; consult the documentation that came with your communications program for more information.

- 1 Run HyperTerminal.
- 2 When the first window appears, enter the name of your connection in the **Name** field and click **OK**.
- 3 Enter the phone number you want to dial into and click **OK**. If you only want to test your modem, you may enter any number.
- 4

In order to	Click this button
Dial a number	Dial
Test without dialing a number	Cancel

- 5 When the HyperTerminal terminal window appears, type AT and hit <ENTER>. If your modem is connected properly, "OK" will appear on the terminal screen.

You are now ready to configure your V.Everything! See Chapter 4, Configuring the V.Everything with DIP Switches and Jumpers.

4

CONFIGURING THE V.EVERYTHING WITH DIP SWITCHES AND JUMPERS

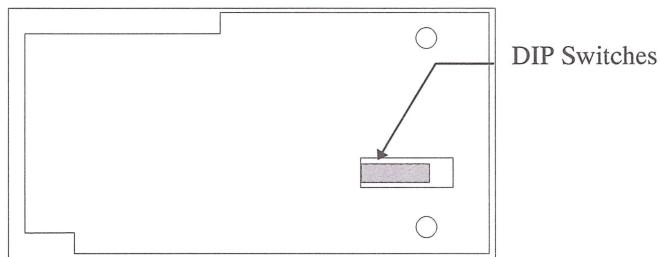
This chapter contains information about:

- DIP switches on the external V.Everything
- DIP switches on the internal V.Everything
- Jumpers on the internal modem

DIP switches on the external V.Everything

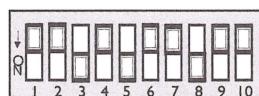
Locating DIP Switches

On the external V.Everything, the DIP switches are on the bottom of the unit.



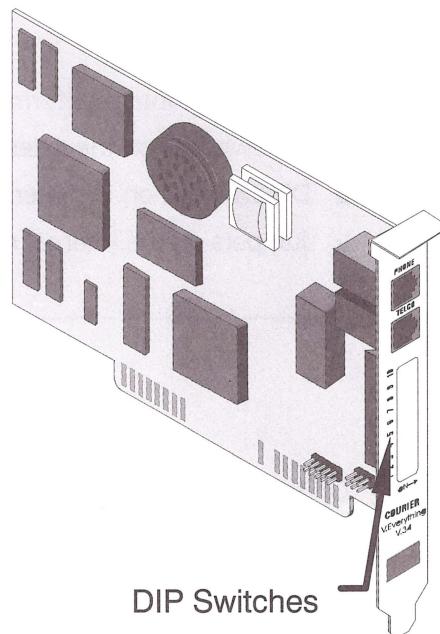
Default DIP Switches

DIP switches 3, 5 and 8 are ON. For Macintosh, you must change DIP switch 1 to ON.

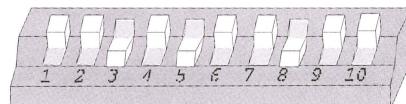


DIP Switches on the Internal V.Everything

Locating DIP Switches On the internal V.Everything, the DIP switches are on the end of the unit.



Default DIP Switches DIP switches 3, 5 and 8 are ON.





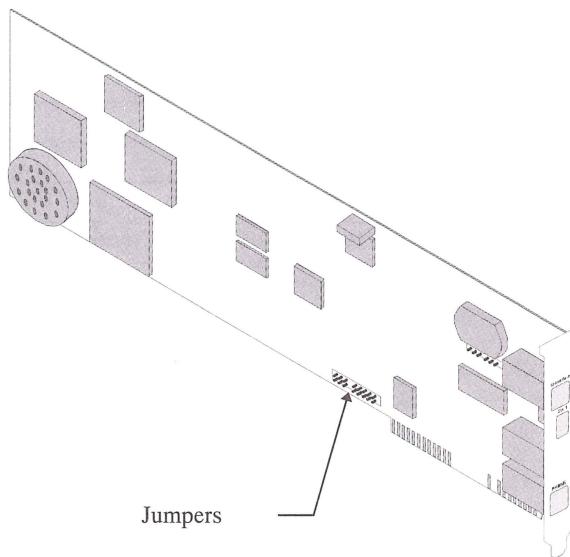
Using DIP Switches to Configure your V.Everything

To do this	Set DIP Switch	To this setting
Set DTR to Normal	1	OFF (Default)
Ignore DTR	1	ON
Set verbal result code display	2	OFF (Default)
Set numeric result code display	2	ON
Disable result codes	3	OFF
Enable result codes	3	ON (Default)
Enable the echo in offline commands	4	OFF (Default)
Disable the echo in offline commands	4	ON
Enable auto answer	5	OFF
Disable auto answer	5	ON (Default)
Normal Carrier Detect	6	OFF (Default)
Carrier Detect always on	6	ON
Display result codes In ALL modes	7	OFF (Default)
Display result codes in originate mode only	7	ON
Disable AT commands	8	OFF
Enable AT commands	8	ON (Default)
Disconnect on escape (+++)	9	OFF (Default)
Online command mode on escape (+++)	9	ON
Load the configuration that is stored in non-volatile memory (NVRAM)	10	OFF (Default)
Load the &F0 configuration from read-only memory (ROM)	10	ON

Jumpers on the Internal V.Everything

Locating Jumpers

Your internal V.Everything is set to Plug and Play by default. You shouldn't have to change this setting if you are using Windows 95/98 on a new model computer. However, if you have multiple devices connected to your system, you may need to change the jumper settings to avoid hardware conflicts. See the location of the jumpers below.

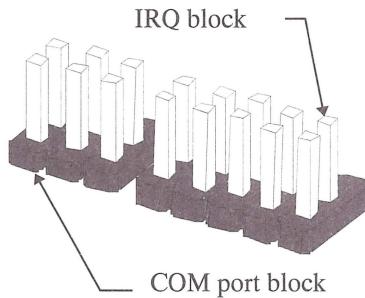


Changing Jumper Settings



CAUTION: If you are not experiencing any hardware conflicts, you do not need to use this section.

To change jumper settings, use tweezers or needle-nosed pliers and gently rock the jumper back and forth as you lift.



You can add shunts to cover sets of pins on the jumper blocks (see the figures above).



Do not grasp the shunts too firmly. If you grasp them too firmly, you may crush the shunt or damage the modem.

Setting Jumpers for a Specific COM Port

You can put shunts on the COM port jumper block to configure the desired COM port. Hold the modem so the ISA Bus connector is facing towards you and use these jumper configurations:

To set your modem to Set the COM port jumpers to

COM 1



COM 2



COM 3



COM 4



Plug and Play



Setting Jumpers for a Specific IRQ

You can put shunts on the IRQ jumper block to configure the desired IRQ. Hold the modem so the ISA Bus connector is facing towards you and use these jumper configurations:

To set your modem to To set the IRQ jumpers to

IRQ 2



IRQ 3



IRQ 4



IRQ 5



IRQ 7



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